

British Commando (1943/45)

While originally formed as a raiding force to maintain a British presence on the Continent, the Commandos were employed as light infantry for the later part of the war. Each Commando (battalion) contained an HQ Troop, six fighting Troops, and a Weapons Troop. Vehicles were kept to a minimum and could be left behind for amphibious operations. Two Special Services Brigades, each of three Commandos, took part in the Normandy landings.

British Commando (1943/45)

This army list allows you to field a British Commando army in a game of Warhammer Panzer Battles. Once you and your opponent have decided which scenario you are going to play, you will be able to choose your army using the army list and the force organisation chart.

The army list is split into five broad categories that contain troops, vehicles, and characters that you can include in your army. Each separate entry counts as one choice from the organisation chart.

Strategy

The British Commandos were trained to strike quickly, with the minimum of warning. They were generally employed in trouble spots where their superior training and morale would count.

British Commandos have a strategy rating of 3.

Enemies

The Commandos operated throughout the world fighting the Axis in Europe, Scandinavia, Italy and the Middle East and the Japanese in India and the Far East. Forces from the British Commando (1943/45) list can be historically matched against the German Army (1941/43) list, the German Army (1944/45) list, the Fallschirmjäger (1943/45) list, the Waffen SS (1944/45) list, the Italian (1940/43) list and the Japanese Army (1942/45) list.

Special Rules

Stiff Upper Lip and All That!

The British NCO is renowned for steadiness. A unit that includes a sergeant or lance sergeant always passes the first Morale Test they are required to take in a game.

Infiltrators

In the right circumstances, Commandos can work their way into a forward position on the battlefield. To represent this any Commando character or unit may set up using the Infiltrators rule, but only if they have no vehicles and the mission allows infiltrators to be used. If the mission does not allow troops to use the Infiltrators rule, then the Commandos must set up normally.

When infiltrating, the Commandos operate with light raiding equipment. Infiltrating Commandos do not wear helmets and have no armour save.

Difficult Terrain

Commandos spent a lot of time training over very difficult terrain. They always roll an extra dice when crossing difficult terrain and take the most favourable roll.

British Army Glossary

- Captain – company officer
- Colonel – senior officer
- Lance Sergeant – squad or section leader
- HEAT – High Explosive Anti-Tank, hollow-charge anti-tank ammunition
- Lieutenant – platoon officer
- Private – infantryman, common soldier
- Sergeant – assistant platoon leader

British Commando Summary

	WS	BS	S	T	W	I	A	Ld	Sv
Colonel	4	4	3	3	1	4	1	10	6+
Captain	4	4	3	3	1	4	1	9	6+
Private	4	4	3	3	1	4	1	7	6+
Sergeant	4	4	3	3	1	4	1	7	6+
Veteran Sergeant	5	4	3	3	1	5	2	9	6+
Sniper	4	5	3	3	1	4	1	7	6+
Close-combat specialist	6	4	*	3	1	6	1	7	6+
Scout	4	4	3	3	1	4	1	7	6+
Demolitions specialist	4	4	3	3	1	4	1	7	6+
Lieutenant	4	4	3	3	1	4	1	9	6+
Lance Sergeant	4	4	3	3	1	4	1	7	6+
Veteran Lance Sergeant	5	4	3	3	1	5	2	9	6+

Armour:	Front	Side	Rear	BS
Jeep	5	5	5	-
Universal Carrier	9	8	8	-
Centaur support tank	11	10	10	3
Sherman observation post tank	12	11	11	3

British Commando Weapons Summary

Infantry Weapons

Name	Range	Str.	AP	Type
Webley Service Revolver	12	2	6	Pistol
Sten submachine-gun	12	2	6	Assault 3
Lee-Enfield rifle	24	3	5	Heavy 1
US M1 Garand rifle	24	3	5	Rapid Fire 2
Bren light machine-gun	24	3	5	Heavy 4
Vickers medium machine-gun	36	3	5	Heavy 8
2" light mortar ¹	24	3	-	Heavy 2/Blast /Smoke
3" medium mortar	G 12-36	4	-	Heavy 1/Blast
PIAT projector firing HEAT	18	7	5	Heavy 1
Or firing HE	18	3	-	Heavy 1/Blast

1 2" light mortars are issued with WP (white phosphorous) incendiary smoke ammunition. This produces both a cloud of dense white smoke and burning fragments.

HEAT (High Explosive Anti-tank) is a shaped-charge, low-velocity anti-tank ammunition. Treat all Penetrating Hits from HEAT ammunition as Glancing Hits.

Transport

Armour:	Front	Side	Rear	BS
Jeep	5	5	5	-
Universal Carrier	9	8	8	-

Type: Jeeps are fast, open-topped, wheeled vehicles. Universal Carriers are open-topped, light tanks.

Passengers: Jeeps, and Universal Carriers can carry four models and tow one weapon.

HQ

HQ Troop

HQ Troop:
 1 HQ Section
 0 to 6 Specialists
 0 to 1 Machine-gun Section
 0 to 1 Mortar Section

HQ Section 55 points/75 points

The HQ Section co-ordinates the various components of a Commando. The Captain or Colonel plan each battle or raid. Making use of their superb training and preparation, they aim to strike quickly and finish the battle before the enemy is aware it has even begun.

	Points/ model	WS	BS	S	T	W	I	A	Ld	Save
Led by Colonel	75	4	4	3	3	1	4	1	10	6+
Led by Captain	55	4	4	3	3	1	4	1	9	6+
Sergeant	-	4	4	3	3	1	4	1	7	6+
Private	-	4	4	3	3	1	4	1	7	6+
Veteran Sergeant	+20	5	4	3	3	1	5	2	9	6+

Section: The HQ Section consists of 1 Colonel or Captain, 1 Sergeant and 4 Privates.

Weapons: Lee-Enfield rifles and fragmentation grenades. The Colonel or Captain is armed with a Webley Service Revolver. The Sergeant is armed with a Sten submachine-gun.

Options: Any Privates may be armed with a Sten submachine-gun for +2 points per model.

Characters: A Colonel or Captain is an independent character and follows all the rules for characters given in the Warhammer 40,000

rules. The Sergeant may be upgraded to a Veteran Sergeant for +20 points.

Transport: The HQ Section may include two Jeeps for + 15 points.

Signaller: One Private may be upgraded to a signaller for +25 points.

Stretcher-bearers: Up to two Privates may be upgraded to stretcher-bearers equipped as medics for +10 points per model.

Special Rules

Leadership: Any British Commando section within 12" of a HQ Section may use the Colonel's or Captain's Leadership characteristic for all Leadership tests.

Signaller: A signaller or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

Stretcher-bearer: A medic allows any one model within 12" to ignore the first failed saving throw it rolls in every turn. The medic may not save any model that has suffered 'Instant Death' (see page 53 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no save at all. The medic may not save models while the medic is in base contact with an enemy model.

0 to 3 Specialist Sniper 35 points

Trained by Gillies, the gamekeepers of the Scottish Highlands, Commando snipers were extremely deadly.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Sniper	4	5	3	3	1	4	1	7	6+

Weapons: Sniper's version of the Lee-Enfield rifle and a pistol.

Character: The Specialist Sniper is an independent character. When a Specialist Sniper fires his sniper rifle you may choose which of your opponent's models to fire at. For example you could choose to fire at a machine-gunner or a sergeant.

Special Rules

Sniper: Units suffering casualties from sniper rifles must test to avoid pinning as for a barrage.

Camouflage: Snipers are masters at camouflage. A sniper gains a +1 to any cover save roll when they go to ground.

0 to 3 Close-combat Specialist..... 15 points

Amongst the specialists in the Commandos, the experts in knife fighting were perhaps the most dangerous.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Close-combat Specialist	6	4	*	3	1	6	1	7	6+

Weapons: Lee-Enfield rifle and fragmentation grenades.

Character: The Close-Combat Specialist is an independent character.

Special Rules

Knife expert: A close-combat specialist is an expert knife fighter. Any model wounded by a close-combat specialist in hand-to-hand combat is killed on a roll of 2+ with no armour save.

0 to 3 Specialist Scout..... 15 points

Recruited from mountaineers and adventurers, the Commandos included men who knew every trick to crossing the world's most rugged terrain.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Specialist Scout	4	4	3	3	1	4	1	7	6+

Weapons: Lee-Enfield rifle and fragmentation grenades.

Character: The Specialist Scout is an independent character.

Special Rules

Scout: A scout is an expert at climbing cliffs, wading rivers and crossing other difficult terrain. The Scout and any unit the scout joins can cross difficult terrain as if it were normal terrain and impassable terrain as if it were difficult terrain.

0 to 3 Demolition Specialist..... 15 points

Some people just love blowing things up!

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Demolition Specialist	4	4	3	3	1	4	1	7	6+

Weapons: Lee-Enfield rifle, fragmentation and anti-tank grenades, and HEAT charges.

Character: The Demolition Specialist is an independent character.

Special Rules

Demolitions: A demolition specialist is an explosives expert. When they blow something up, it stays blown. Re-roll any failed damage roll when using anti-tank grenades or HEAT charges.

0 to 1 Machine-gun Section 28 points per machine-gun

Each Commando included two medium machine-guns in the Weapons Troop to provide strong covering fire once in position.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Lance Sergeant	4	4	3	3	1	4	1	7	6+
Private	4	4	3	3	1	4	1	7	6+
Veteran Lance Sergeant	5	4	3	3	1	5	2	9	6+

Section: A Machine-Gun Section consists of 1 to 2 machine-guns commanded by a Lance Sergeant. Each gun has a crew of 3 Privates.

Weapons: Vickers medium machine-guns. Each Private is armed with a Lee-Enfield rifle. The Lance Sergeant is armed with a Sten submachine-gun.

Character: The Lance Sergeant may be upgraded to a Veteran Lance Sergeant for +20 points.

Transport: Each machine-gun may include a Universal Carrier for +10 points to carry the machine-gun and crew.

0 to 1 Mortar Section 28 points per mortar

Each Commando had a Weapons Troop with two 3" mortars to provide close support.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Lance Sergeant	4	4	3	3	1	4	1	7	6+
Private	4	4	3	3	1	4	1	7	6+
Veteran Lance Sergeant	5	4	3	3	1	5	2	9	6+

Section: A Mortar Section consists of 1 or 2 mortars commanded by a Lance Sergeant. Each mortar has a crew of 3 Privates.

Weapons: OBL 3" medium mortars. Each Private is armed with a Lee-Enfield rifle. The Lance Sergeant is armed with a Sten submachine-gun.

Character: The Lance Sergeant may be upgraded to a Veteran Lance Sergeant for +20 points.

Transport: Each mortar may include a Universal Carrier for +10 points to carry the mortar and crew.

Elites

Commandos are elite troops. You may use Troops choices for Elites choices.

British Army

You may also use any choice from the British Army list as an Elites choice.

Troops

Commando Section

Commando Section: 0 to 1 Section HQ at 40 points
1 to 2 Assault Sub-sections at 45 points and
0 to 1 Support Sub-section at 25 points.

Section HQ

A Commando troop had two 27-man sections each with two assault and one support sub-sections.

	WS	BS	S	T	W	I	A	Ld	Save
Lieutenant	4	4	3	3	1	4	1	9	6+
Private	4	4	3	3	1	4	1	7	6+

Troop: The Troop HQ consists of 1 Lieutenant and 2 Privates.

Weapons: Lee-Enfield rifle and fragmentation grenades. The Lieutenant is armed with a Webley Service Revolver.

Character: The Lieutenant is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Stretcher-bearers: The two Privates are stretcher-bearers equipped as medics.

Special Rules

Leadership: Any Assault or Support Section within 12" of a Section HQ may use the lieutenant's Leadership characteristic for all Leadership tests.

Stretcher-bearer: A medic allows any one model within 12" to ignore the first failed saving throw it rolls in every turn. The medic may not save any model that has suffered 'Instant Death' (see page 53 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no save at all. The medic may not save models while the medic is in base contact with an enemy model.

Assault Sub-section

The commandos of the assault sub-section are the ones who actually get to do the dirty work up close.

	WS	BS	S	T	W	I	A	Ld	Save
Lance Sergeant	4	4	3	3	1	4	1	7	6+
Private	4	4	3	3	1	4	1	7	6+
Veteran Lance Sergeant	5	4	3	3	1	5	2	9	6+

Sub-section: An Assault Sub-section consists of a Lance Sergeant and 10 Privates.

Weapons: Lee-Enfield rifles and fragmentation grenades. The Lance Sergeant is armed with a Sten submachine-gun.

Options: 1 or 2 Privates are armed with Bren light machine-guns for +4 points per model. Up to 5 Privates may be armed with Sten submachine-guns for +4 points per model.

Character: The Lance Sergeant may be upgraded to a Veteran Lance Sergeant for +20 points.

Support Sub-section

The support sub-section provided covering fire and specialist support for the assault sub-section.

	WS	BS	S	T	W	I	A	Ld	Save
Lance Sergeant	4	4	3	3	1	4	1	7	6+
Private	4	4	3	3	1	4	1	7	6+
Veteran Lance Sergeant	5	4	3	3	1	5	2	9	6+

Sub-section: A Support Sub-section consists of a Lance Sergeant and 4 Privates.

Weapons: Lee-Enfield rifles and fragmentation grenades. The Lance Sergeant is armed with a Sten submachine-gun.

Options: Up to one Private may be armed with a 2" mortar for +10 points. Up to one Private may be armed with a PIAT anti-tank projector for +3 points. Any commandos may be armed with either anti-tank grenades for +1 point or HEAT charges for +2 points.

Character: The Lance Sergeant may be upgraded to a Veteran Lance Sergeant for +20 points.

Fast Attack

Commandos do not have much in the way of fast equipment. You may use Troops choices as Fast Attack choices.

Cycle Section

Cycle Section: **0 to 1 Section HQ at 45 points**
 1 to 2 Assault Sub-sections at 65 points and
 0 to 1 Support Sub-section at 35 points.

Section HQ

Each Commando had a cycle troop of two cycle sections for faster moving operations.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Lieutenant	4	4	3	3	1	4	1	9	6+
Private	4	4	3	3	1	4	1	7	6+

Troop: The Troop HQ consists of 1 Lieutenant and 2 Privates.

Weapons: Lee-Enfield rifle and fragmentation grenades. The Lieutenant is armed with a Webley Service Revolver.

Character: The Lieutenant is a character and follows all the rules for characters given in the Warhammer 40,000 rules.

Stretcher-bearers: The two Privates are stretcher-bearers equipped as medics.

Special Rules

Leadership: Any Assault or Support Section within 12" of a Section HQ may use the lieutenant's Leadership characteristic for all Leadership tests.

Stretcher-bearer: A medic allows any one model within 12" to ignore the first failed saving throw it rolls in every turn. The medic may not save any model that has suffered 'Instant Death' (see page 53 of the Warhammer 40,000 rulebook) or that has been hit by a close combat weapon that allows no save at all. The medic may not save models while the medic is in base contact with an enemy model.

Bicycles: The entire Cycle Section is mounted on bicycles. They move as medium wheeled vehicles. The Commandos may abandon their bicycles at any time and revert to infantry. Once they have abandoned their bicycles, they may not use them again.

Assault Sub-section

The commandos of the assault sub-section are the ones who actually get to do the dirty work up close.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Lance Sergeant	4	4	3	3	1	4	1	7	6+
Private	4	4	3	3	1	4	1	7	6+
Veteran Lance Sergeant	5	4	3	3	1	5	2	9	6+

Sub-section: An Assault Sub-section consists of a Lance Sergeant and 10 Privates.

Weapons: Lee-Enfield rifles and fragmentation grenades. The Lance Sergeant is armed with a Sten submachine-gun.

Options: 1 or 2 Privates are armed with Bren light machine-guns for +8 points per model. Up to 5 Privates may be armed with Sten submachine-guns for +4 points per model.

Character: The Lance Sergeant may be upgraded to a Veteran Lance Sergeant for +20 points.

Support Sub-section

The support sub-section provided covering fire and specialist support for the assault sub-section.

	<i>WS</i>	<i>BS</i>	<i>S</i>	<i>T</i>	<i>W</i>	<i>I</i>	<i>A</i>	<i>Ld</i>	<i>Save</i>
Lance Sergeant	4	4	3	3	1	4	1	7	6+
Private	4	4	3	3	1	4	1	7	6+
Veteran Lance Sergeant	5	4	3	3	1	5	2	9	6+

Sub-section: A Support Sub-section consists of a Lance Sergeant and 4 Privates.

Weapons: Lee-Enfield rifles and fragmentation grenades. The Lance Sergeant is armed with a Sten submachine-gun.

Options: Up to one Private may be armed with a 2" mortar for +10 points. Up to one Private may be armed with a PIAT anti-tank projector for +3 points. Any commandos may be armed with either anti-tank grenades for +1 point or HEAT charges for +2 points.

Character: The Lance Sergeant may be upgraded to a Veteran Lance Sergeant for +20 points.

Heavy Support

Commandos do not have much heavy support. You may use Troops choices as Heavy Support choices.

Royal Marine Armoured Support Battery

Armour:	Points/Model	Front	Side	Rear	BS
Centaur support tank	130	11	10	10	3
Sherman observation post tank	155	12	11	11	3

The Normandy landings were supported by two Royal Marine Armoured Support Groups and an independent battery. These provided valuable services during the landings despite heavy losses and landing difficulties.

Battery: A Royal Marine Armoured Support Battery consists of up to four Centaur support tanks and up to one Sherman OP tank. Being radio equipped, the tanks may operate independently and do not need to remain together as a unit.

Type: Centaur support tanks and Sherman observation post tanks are medium tanks.

Armament: Centaur support tanks are armed with an OQF 95 mm close support howitzer and two BESA tank machine-guns. Sherman

observation post tanks are armed with a US 75 mm tank gun and two Browning tank machine-guns. Both have smoke launchers.

Observation Posts: Sherman observation post tanks can call artillery fire as a character and count as having a signaller.

Special Rules

Signaller: A signaller or radio operator can communicate with any other model within 12" and can communicate with any other signaller model, regardless of distance.

British Commando Appendices

Force Structure

The Commandos don't really give you too many choices. You are going to have a number of Commando Troops and some support. For raiding type scenarios, the vehicles should be left behind. In pitched battles, attaching choices from the British Army as Elite choices is quite appropriate.

Nos. 1 and 6 Commandos

Nos. 1 and 6 Commandos were issued the US M1 Garand rifle when they assisted the Operation Torch landings in North Africa. They retained this throughout the war. Commandos armed with Garand rifles cost +3 points per model.

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